Animal Cell Terms

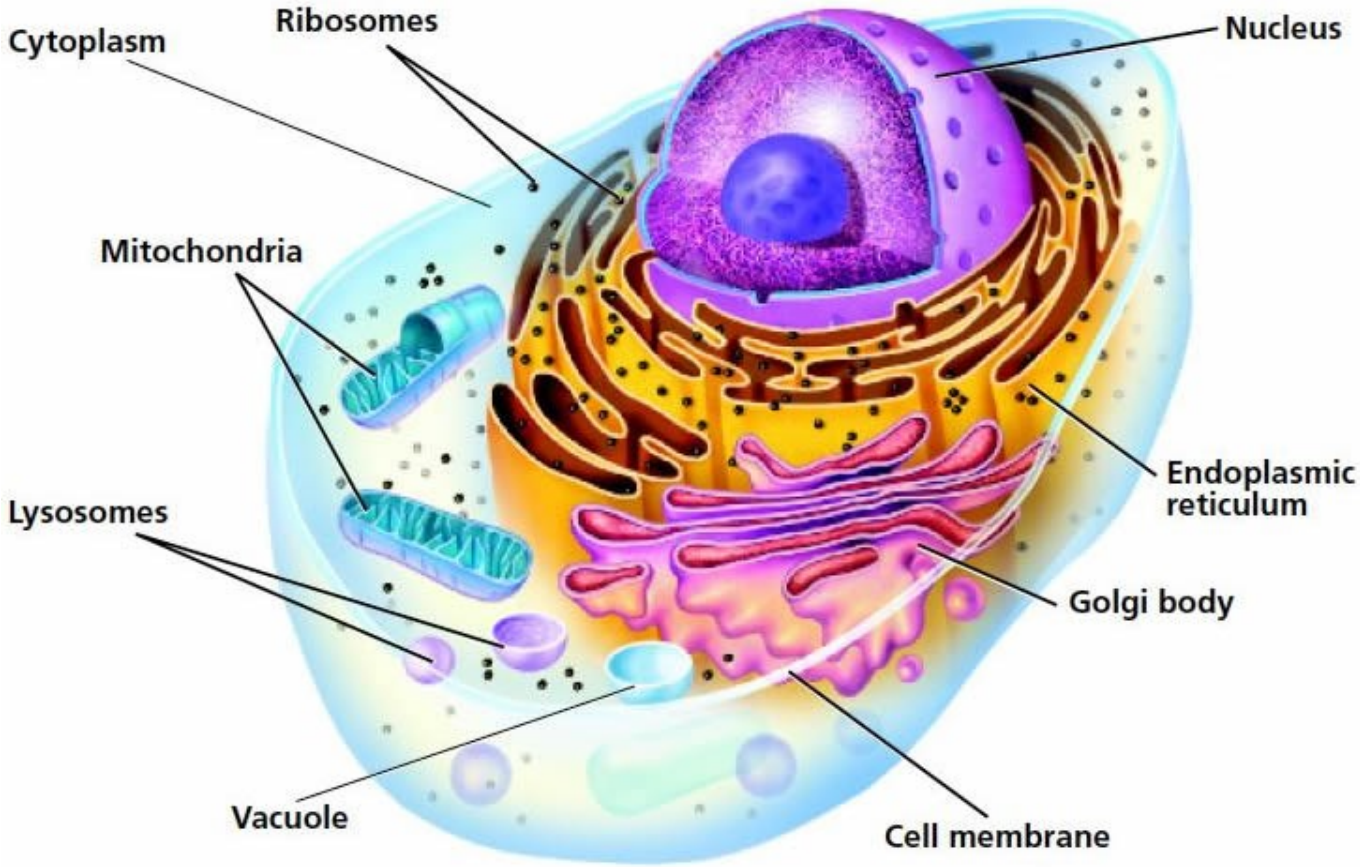
1. cell membrane - the thin layer of protein and fat that surrounds the cell. The cell membrane is semipermeable, allowing some substances to pass into the cell and blocking others.

2. **cytoplasm** - the jellylike material outside the cell nucleus in which the organelles are located.

3. **Golgi body** - (also called the Golgi apparatus or golgi complex) a flattened, layered, sac-like organelle that looks like a stack of pancakes and is located near the nucleus.

4. Lysosome - (also called cell vesicles) round organelles surrounded by a membrane and containing digestive enzymes. This is where the digestion of cell nutrients takes place.

5. **mitochondrion** - spherical to rod-shaped organelles with a double membrane. The inner membrane is infolded many times, forming a series of projections (called cristae). The mitochondrion converts the energy stored in glucose into ATP (adenosine triphosphate) for the cell.



6. nucleus - spherical body containing many organelles, including the nucleolus. The nucleus controls many of the functions of the cell (by controlling protein synthesis) and contains DNA (in chromosomes). The nucleus is surrounded by the nuclear membrane.

7. **ribosome** - small organelles composed of RNA-rich cytoplasmic granules that are sites of protein synthesis.

8. **endoplasmic reticulum** - a vast system of interconnected, membranous, in folded and convoluted tubes that are located in the cell's cytoplasm (the ER is continuous with the outer nuclear membrane).

9. **vacuole** - fluid-filled, membrane-surrounded cavities inside a cell. The vacuole fills with food being digested and waste material that is on its way out of the cell.

Animation Triggers

Animation Triggers are a cool advanced feature of Powerpoint. Animation triggers allow for *IF* mouse-click on a designated object, *THEN* play this animation of this (these) objects. This feature is handy for making items appear and/or disappear. Today we will be animating the parts of an animal cell to make an interactive study guide for class. We will be creating pop up displays for an animal cell.

Part One: Set Up Your Cell Animations

1. Create a new powerpoint and save it as "animalcell.pptx".
2. Copy the picture of the animal cell from Mrs. Kozlek's website and paste it into your first slide. Maximize the size to fill your slide.
3. Next use the shape tool to create oval dots on each part of the cell you will be labeling. Please chose colors for your dots that standout against the picture. These dots will act as the trigger button for your vocabulary triggers. Create them in order of 1-9! (This is important)

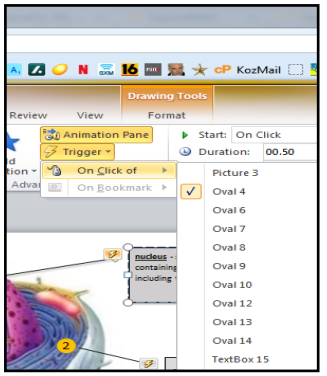
CALL OUTS!

Part Two: Creating your Call Outs

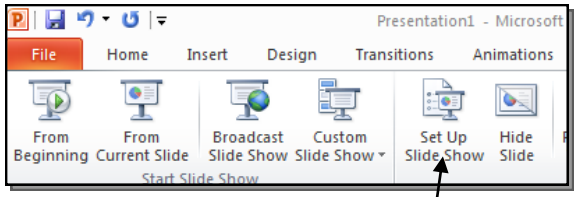
For each one of your vocabulary words, you need to create a call out picture explaining the term. The trigger will expand this call out animation.

Part Three: Creating your Animation Triggers

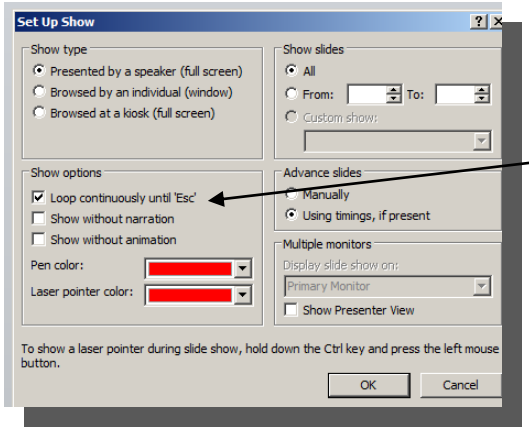
For each call out you will need to set up an Appear Animation (ZOOM). These animations will be triggered by the corresponding dot you click on for each vocabulary word. First apply an animation to your call out, then click on trigger and select corresponding oval for the user to select.



Part Four: Setting up your slide show settings.



Click on your slide show tab in the menu bar. Select the "Set up Slide Show" button.



When the Set Up Show window appears check mark the *loop continuously until escape*. Play your slide show and make sure all of your animations are working. Save often!

When program is done please save final copy as a .pps!